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# SONIC THE COMIC

NEW STORY

SONIC'S WORLD!

SHOCK'S  
A WAY!



SATURN  
REVIEW!  
SLAM 'N' JAM!

SOCCE  
R ZONE!  
KICKIN' ARTWORK!

CRABMEAT BADNIK  
PIN-UP!

Q ZONE REVISITED  
SONIC 2!

PLUS

KNUCKLES!  
TAILS!

FREE GIFT MISSING?  
ALERT YOUR  
NEWSAGENT  
NOW!

£1.20 • NO 86  
17 SEPTEMBER 1996  
EVERY FORTNIGHT

UK's OFFICIAL SEGA COMIC

# CONTROL ZONE

Hey, Boomers!

Hold on to your noses! Could it be the humes-who-think-they're-in-charge that I can smell? No, it's this issue's cover mounted Planet Krapz sample pack! Phew! The six scratch 'n' sniff stickers, plus playing card, are merely a tasteless taste of what's available at your local newsagents for 99p (the complete set contains 100 character cards, plus a dice for playing up to 20 different games - you have been warned!).

Moving on to the sweet smell of success... There's the start of a brand new Sonic's World story: Future Shock. Also, three stories reach their thrilling conclusions: Sonic's Heroes and Villains, Knuckles' Village of the Damned, and Tails' Trooper Trouble. However, don't fret as they'll all be back in brand new stories next issue.

Due to your repeated ear-bashings for more help with Sonic games, check out the first part of the Sonic 2 Q Zone. Also, on the ball this issue is the Kickin' Zone which ties in with the new football season. Plus, there's a Slam 'n' Jam review, and another Badnik Pin-up. Yes, those humes have caved in to more of your demands, so create a space on your walls for Crabmeat.

Have to dash Boomers, I'm off for a trip to Segaworld, but the only snag is I have to go along with the humes-who-think-they're-in-charge. Oh well, I'll just have to switch off my smellometer!

Megadroid

## STICKER ROUND FOR STC 87...

### FREE GIFT!

Get stuck in with next issue's set

of fab stickers, featuring classic poses of Sonic (as shown), Tails and Knuckles. It's the perfect

excuse to be daringly decorative, so prepare to stick 'em-up!

- EDITOR: Deborah Tate
- FEATURES EDITOR: Audrey Wong
- DESIGNER: Gary Knight
- COVER ART: Nigel Kitching
- PRODUCTION: Sarah Colley
- CONSULTANT: Richard Burton

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SEGA

COMPILED BY  
ChartTrack  
© ELSPA

up/down RE/NEW entry ● non mover

### MEGA DRIVE

1	●	BRIAN LARA CRICKET '96
2	↑	FIFA SOCCER '96
3	↓	TOY STORY
4	NEW	OLYMPIC SUMMER GAMES
5	NEW	PETE SAMPRAS TENNIS '96
6	●	MICRO MACHINES 2
7	RE	PGA TOUR GOLF '96
8	↓	TAZ-MANIA: ESCAPE FROM MARS
9	↓	SONIC AND KNUCKLES
10	↓	MEGA BOMBERMAN

### SATURN

1	↑	EURO '96
2	NEW	THE NEED FOR SPEED
3	↑	PANZER DRAGOON
4	↑	SEGA RALLY
5	↓	VIRTUA COP
6	↓	GUARDIAN HEROES
7	NEW	BAKU BAKU
8	↓	FIFA SOCCER '96
9	↓	VIRTUA FIGHTER 2
10	↓	STREET FIGHTER ALPHA

### MEGA-CD

1	↑	BRUTAL: PAWS OF FURY
2	↑	B.C. RACERS
3	↓	REBEL ASSAULT
4	↓	SOULSTAR
5	RE	BATMAN RETURNS
6	↓	ETERNAL CHAMPIONS
7	↑	THUNDERHAWK
8	↓	WORLD CUP USA '94
9	↓	TOMCAT ALLEY
10	↓	EARTHWORM JIM

### GAME GEAR

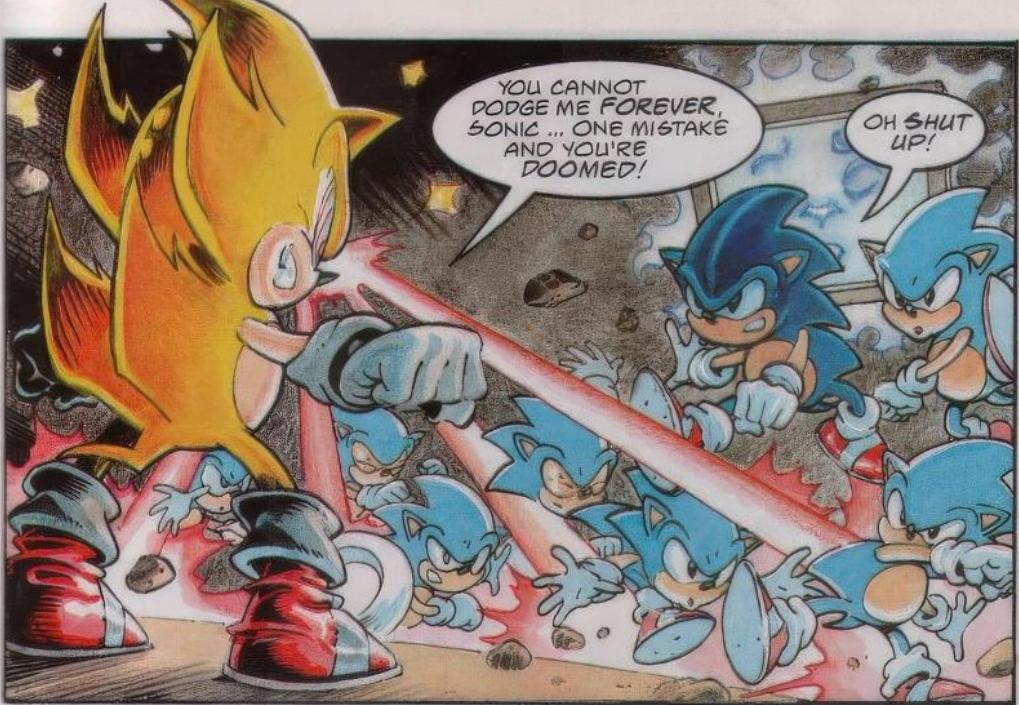
1	↑	THE LION KING
2	↑	COLUMNS
3	↑	SONIC THE HEDGEHOG
4	↓	SONIC THE HEDGEHOG 2
5	↑	SONIC CHAOS
6	RE	COSMIC SPACEHEAD
7	RE	MORTAL KOMBAT 3
8	↓	STAR TREK: GENERATIONS
9	RE	POWER RANGERS: THE MOVIE
10	RE	SONIC DRIFT RACING

IN THE PARALLEL DIMENSION OF THE SPECIAL ZONE, SONIC AND SUPER SONIC FINALLY MEET.

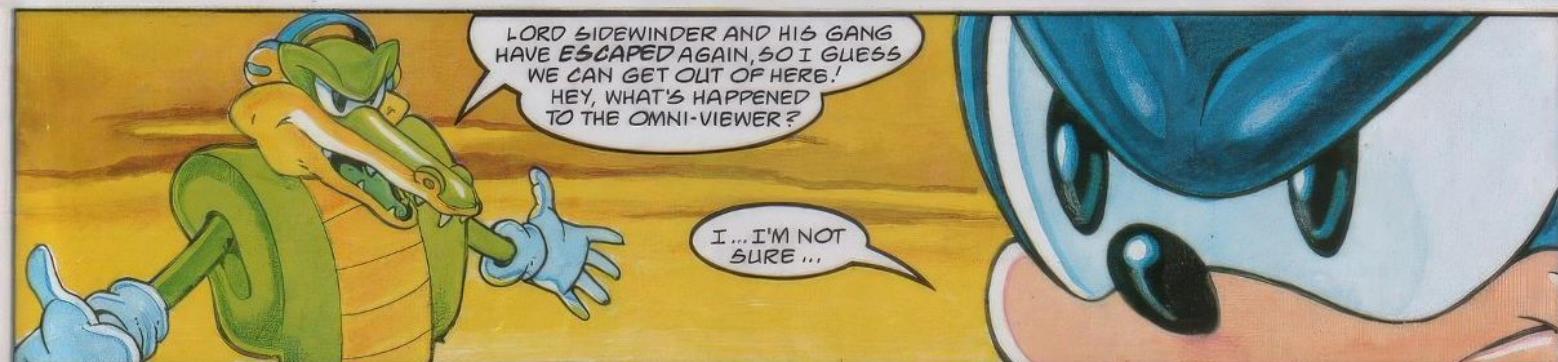
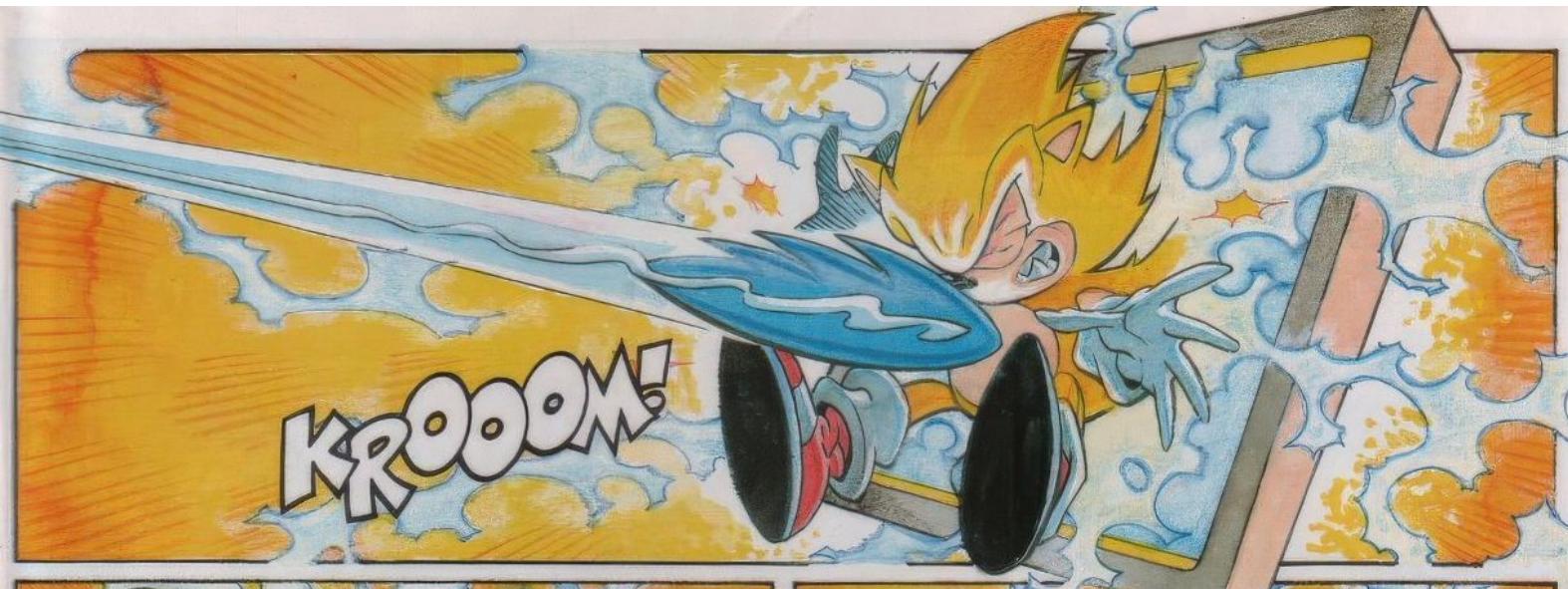
AS LONG AS YOU LIVE, SONIC,  
THERE'S THE DANGER  
THAT I MIGHT BECOME  
PART OF YOU  
AGAIN.  
AND SO YOU  
MUST DIE!











LATER, BACK AT THE SECRET HEADQUARTERS OF THE CHAOTIX CREW.

THE OMNI-  
VIEWER CAN CONTROL  
TIME AS WELL AS  
SPACE ...



SO, HE MANAGED TO TRAP  
SUPER SONIC INSIDE HIMSELF  
BY STOPPING TIME!

THE OMNI-  
VIEWER TURNED  
HIMSELF INTO THE  
PERFECT PRISON...



A PRISON WHICH TRAPS HIM EVERY  
BIT AS MUCH AS IT DOES SUPER  
SONIC ... WE ALL OWE THE OMNI-  
VIEWER A GREAT DEAL!

I DON'T  
UNDER-  
STAND ANY  
OF THIS!



EPILOGUE:

A WEEK LATER.

SO THE OMNI-  
VIEWER GOT FROZEN ... AND  
NOW HE'S RUN OUT OF TIME ...  
OH DIDDLE, THAT'S  
NOT RIGHT!

HEY, LOOK! SUPER  
SONIC'S HANDS HAVE CHANGED  
POSITION! I'D BETTER TELL  
VECTOR AND...

NAH, HE'LL ONLY  
SHOUT AT ME AGAIN. IT  
PROBABLY DOESN'T MATTER  
ANYWAY!  
OH WELL  
DIDDLY-DOOP!

NEXT ISSUE: MISTER SHIFTER!



# KICKIN' ZONE

EACH ARTIST-HUME WHO GETS THEIR HANDYWORK PRINTED IN STC WILL RECEIVE A PACK OF CRAYOLA MINI STAMPERS 2, SHAPED-NIBBED, COLOUR PENS.

## SUPERSOVIC UTD

## MIGHTY LIVERPOOL

Daniel Grist,  
St Leonards on Sea.

Crayola Mini Stampers 2  
Pack Winner.



Alec Brady,  
Atherton,  
Manchester.

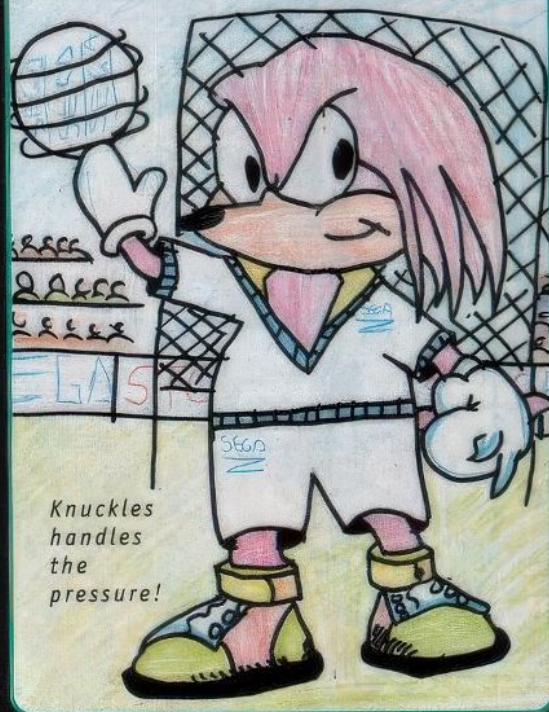
Crayola Mini  
Stampers 2  
Pack Winner.



Sonic - heads above!

Alexander Savva, West Hunsbury, Northampton.

Crayola Mini Stampers 2 Pack Winner.

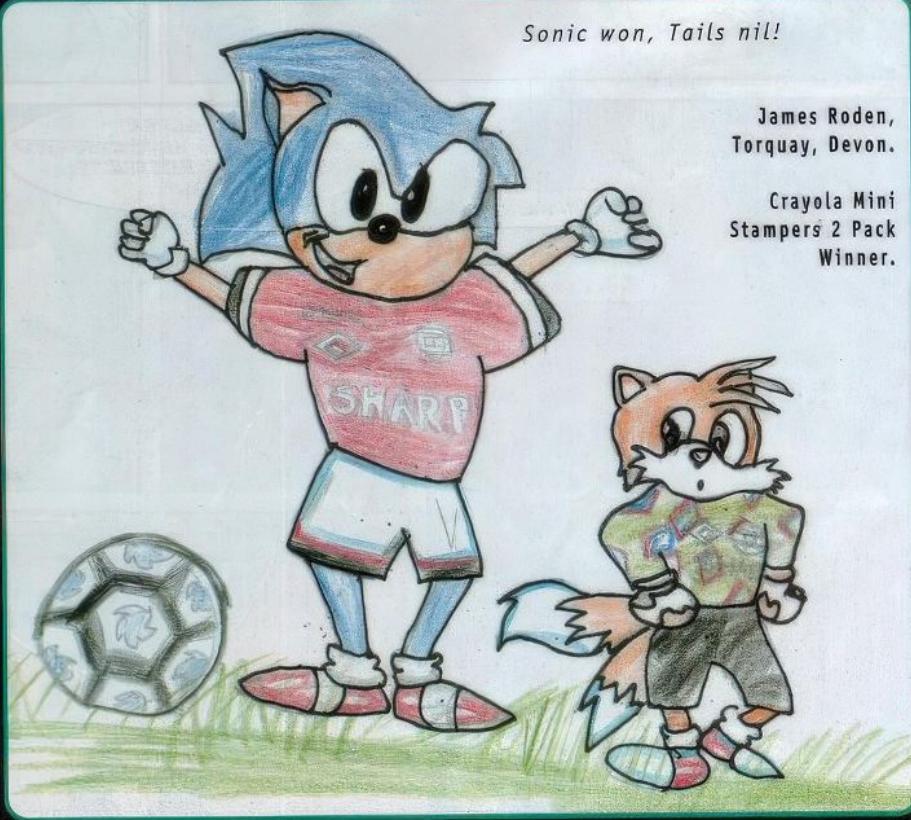


Knuckles  
handles  
the  
pressure!

Sonic won, Tails nil!

James Roden,  
Torquay, Devon.

Crayola Mini  
Stampers 2 Pack  
Winner.





Moving with the times!  
Could Amy really be the first female professional player?

Sara Adamson,  
Lanarkshire,  
Scotland.

Crayola Mini  
Stampers 2 Pack  
Winner.

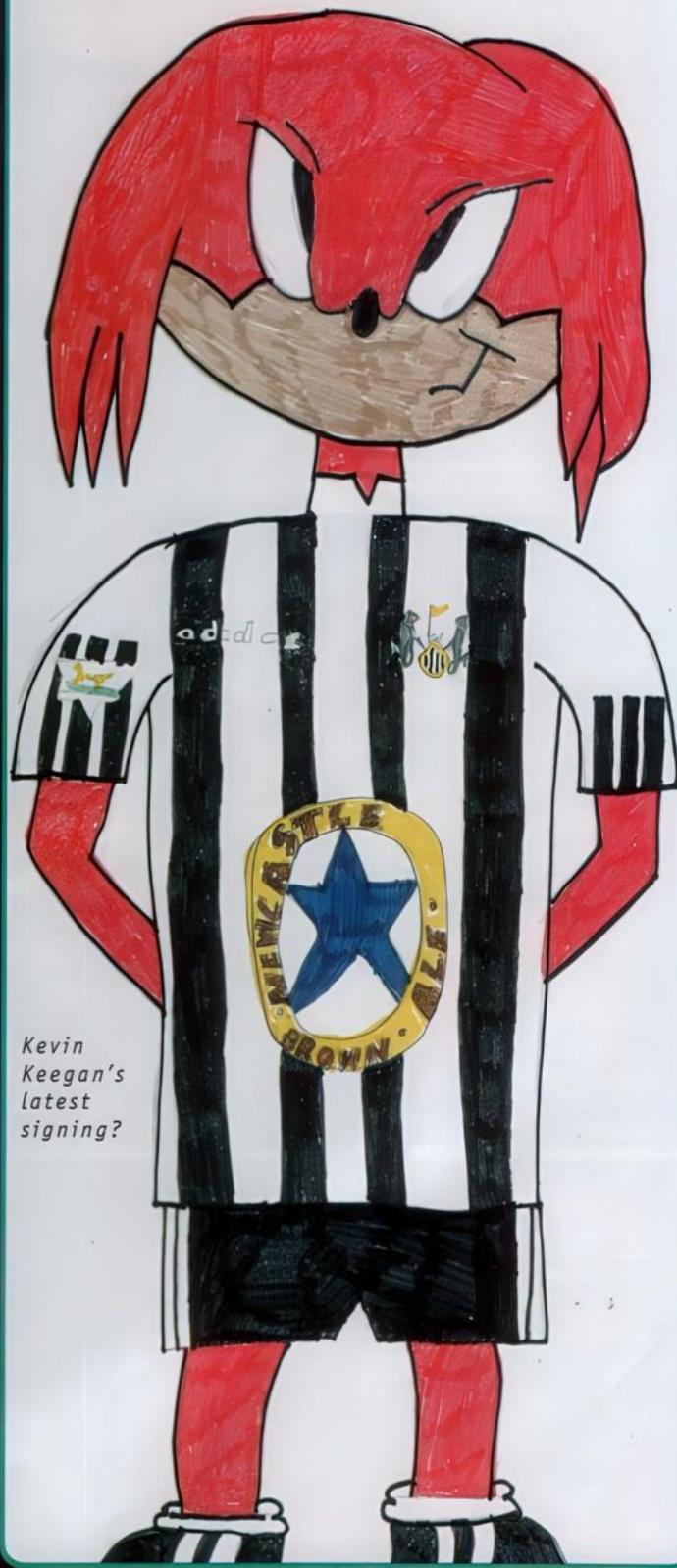


Doctor Robotnik gets the yellow card for his choice of kit!

Christopher Box,  
Henleaze, Bristol.

Crayola Mini  
Stampers 2 Pack  
Winner.

Danny Balogun, Mitcham, Surrey.  
Crayola Mini Stampers 2 Pack Winner.



Kevin  
Keegan's  
latest  
signing?

To help get your handywork selected in future Graphic Zones, please take note of the following tips:-

• Draw in paint or felt tip pen on plain white paper (avoid lined paper and pencils or crayons as they don't show up as well when printed).

• Be original and don't copy pictures from the

comic - come up with your own ideas.

• Include your name and address, preferably written in capital letters on the back of the page.

• Send artwork to:  
GRAPHIC ZONE, SONIC THE COMIC,  
25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

EACH ARTIST-HUME WHO GETS THEIR HANDYWORK PRINTED IN STC WILL RECEIVE A PACK OF CRAYOLA MINI STAMPERS 2, SHAPED NIBBED, COLOUR PENS.

For your nearest Crayola stockists:- Tel: 01234 217786



# KNUCKLES™ VILLAGE OF THE DAMNED

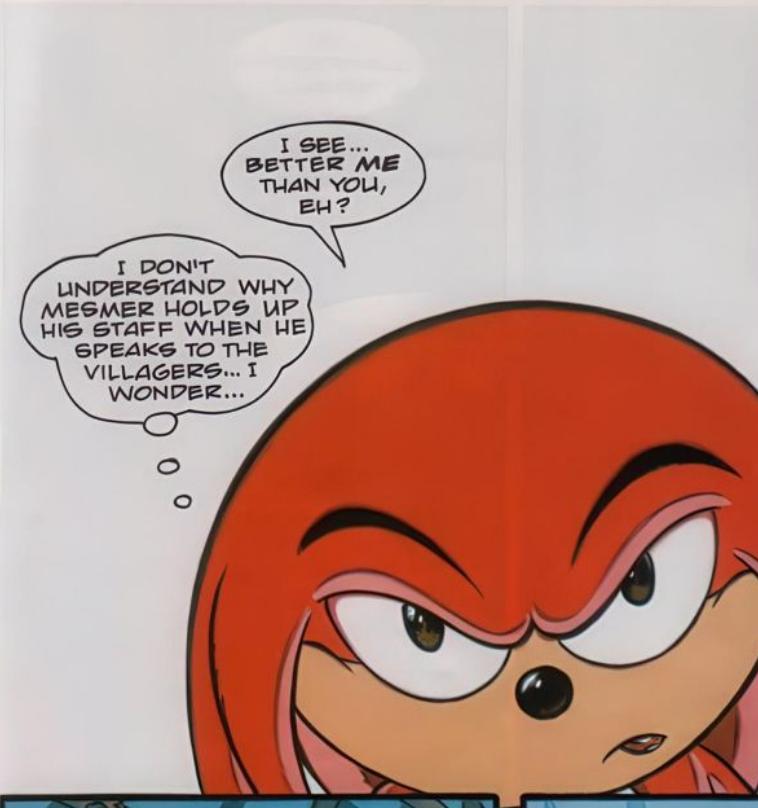
Part 3

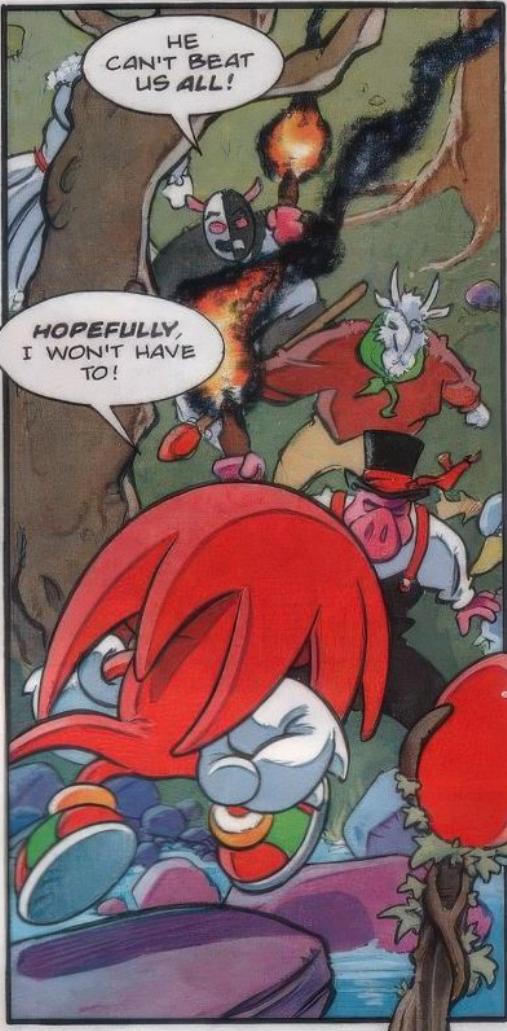
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NIGEL KITCHING

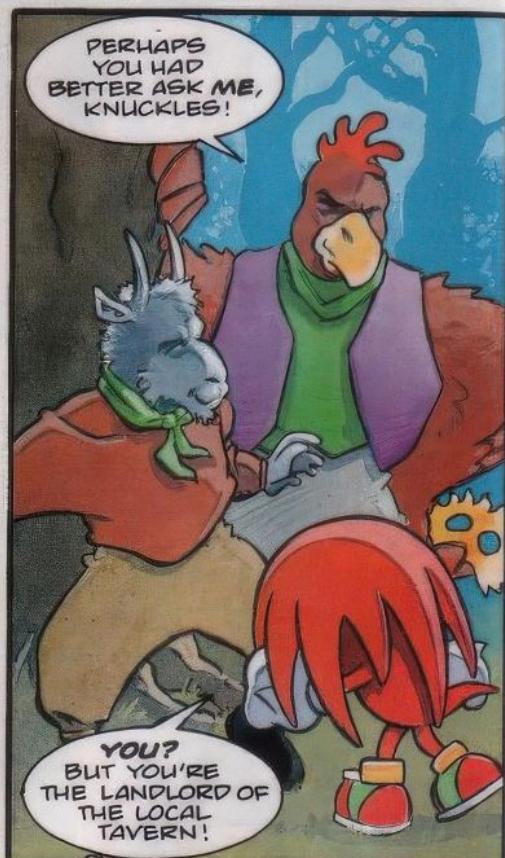
Art:  
NIGEL DOBBYN

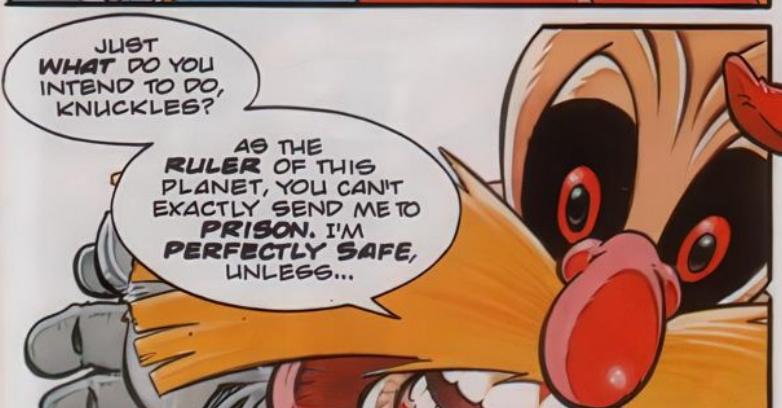
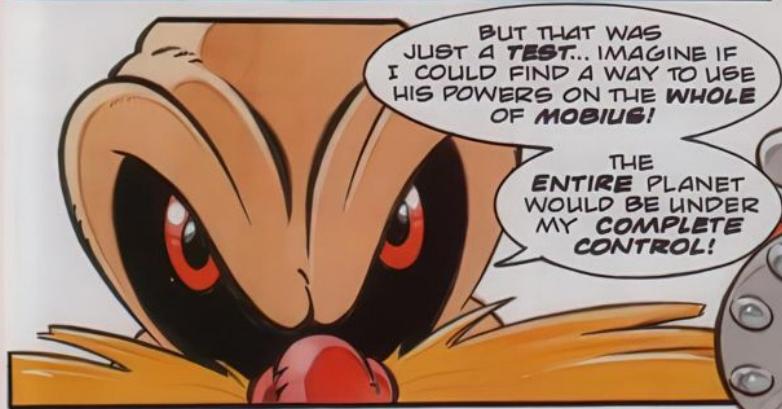
Lettering:  
ELITTA FELL



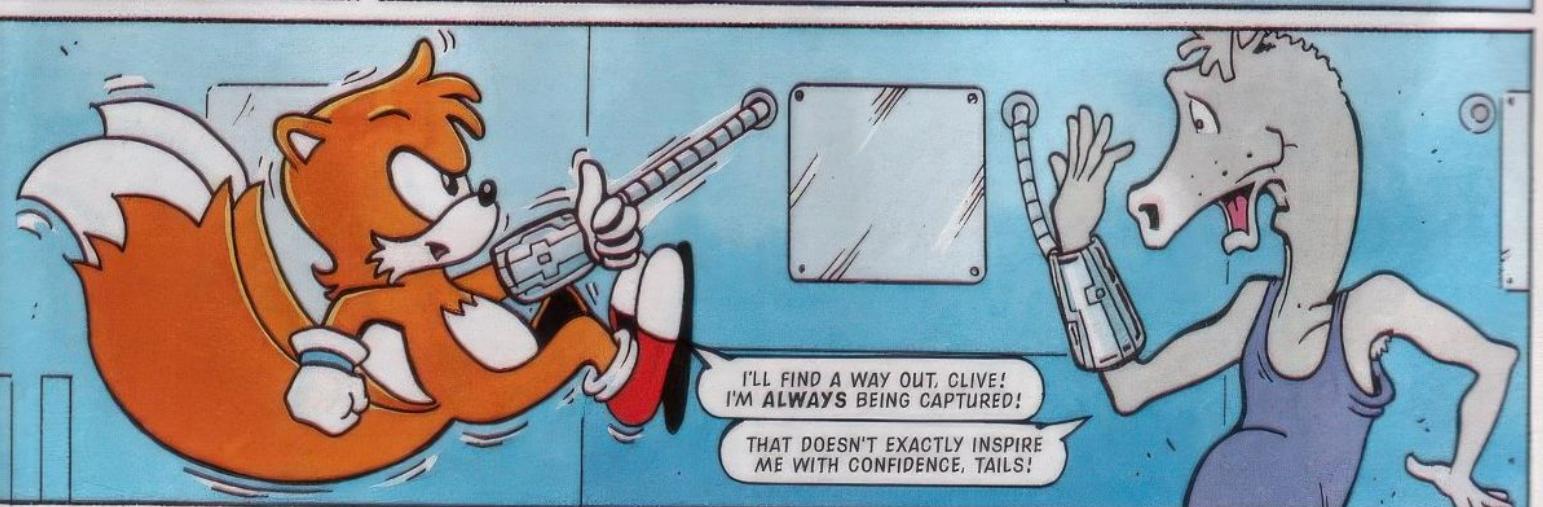
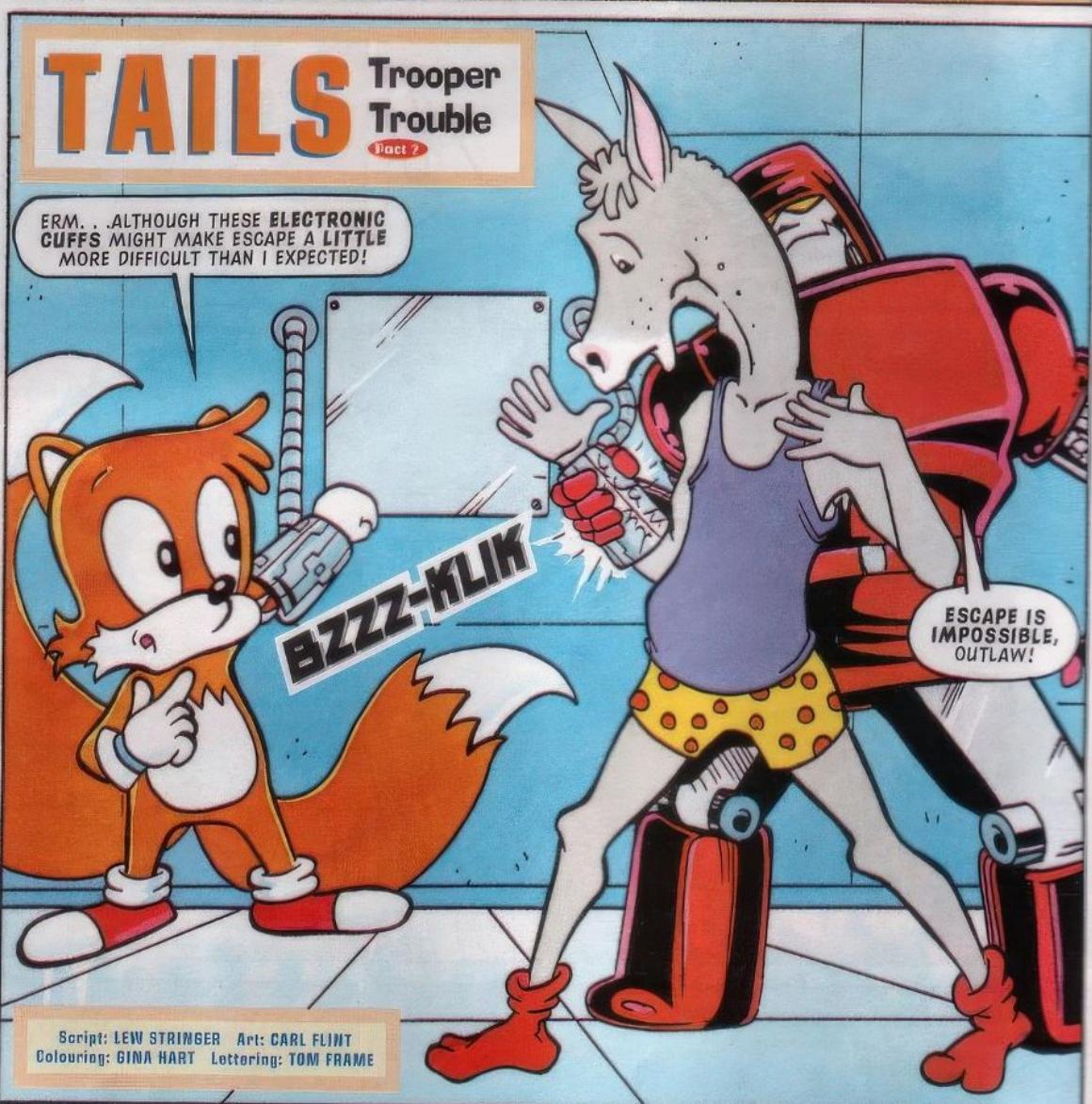
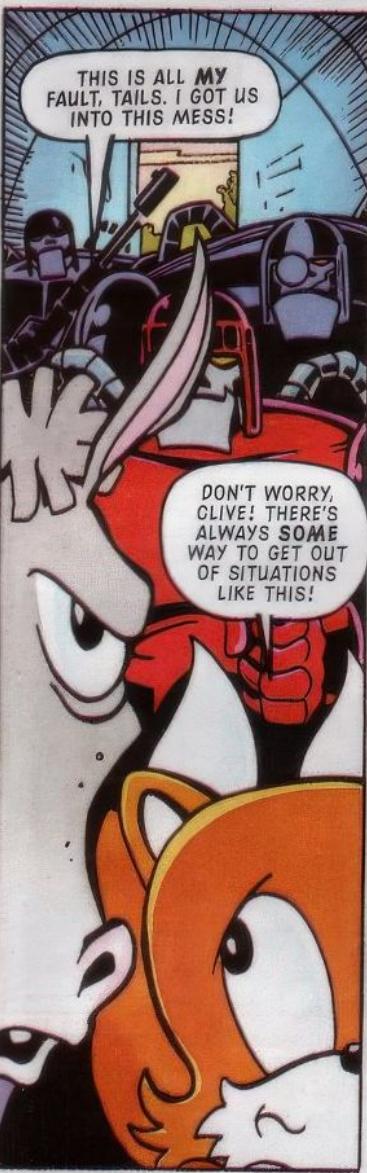
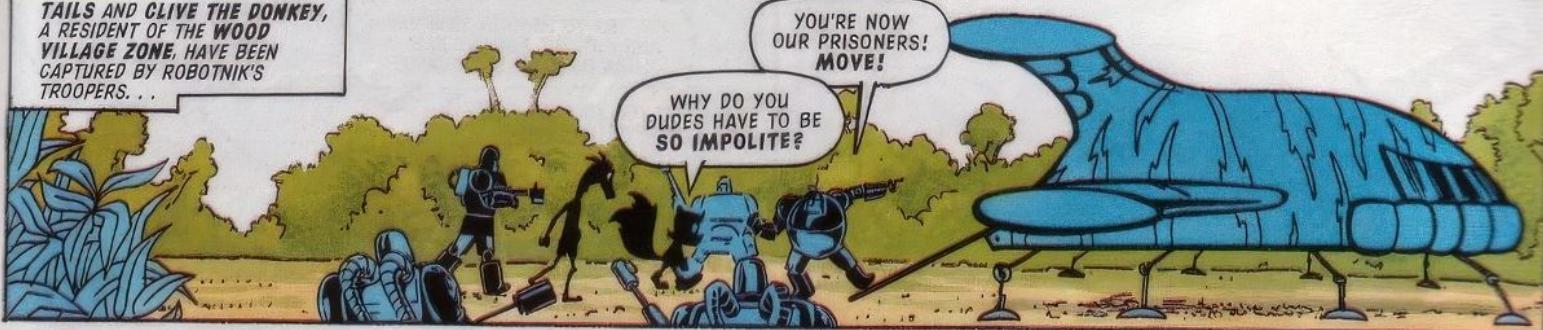


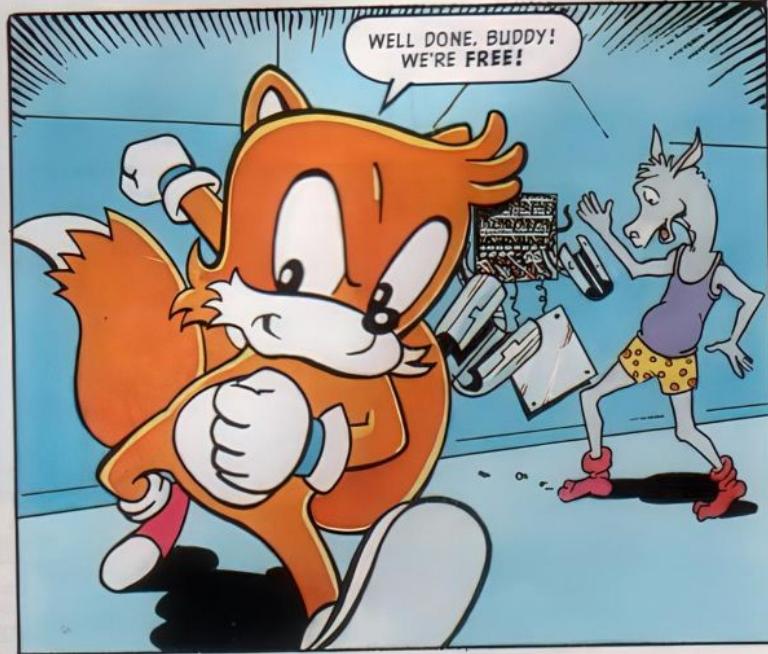
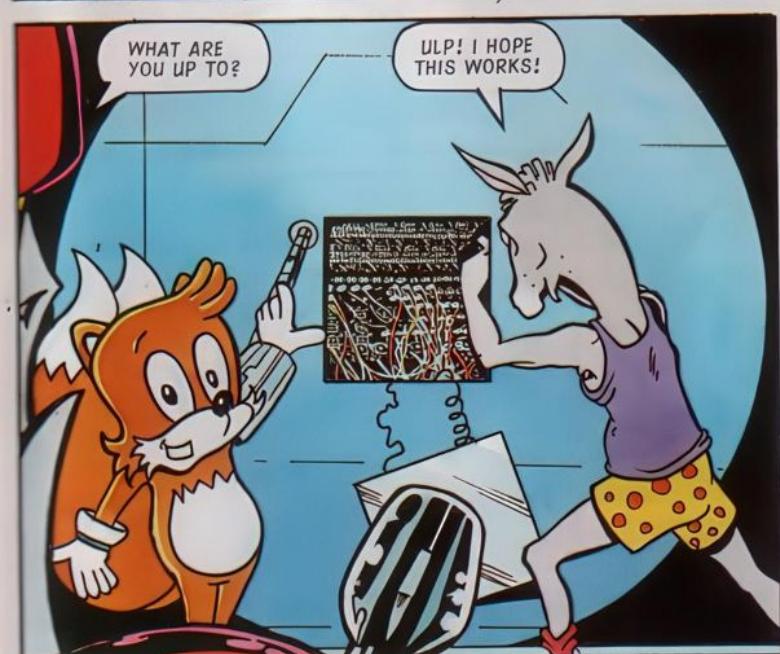
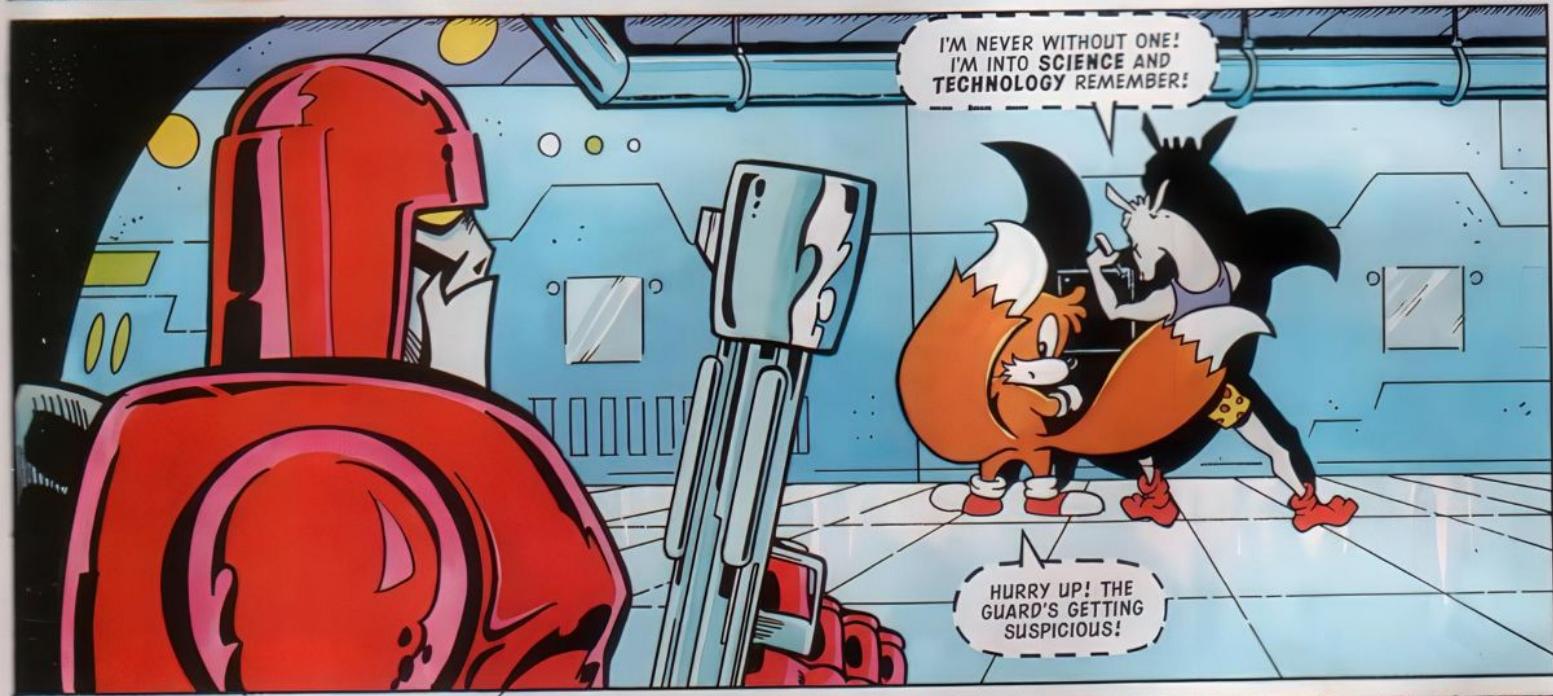




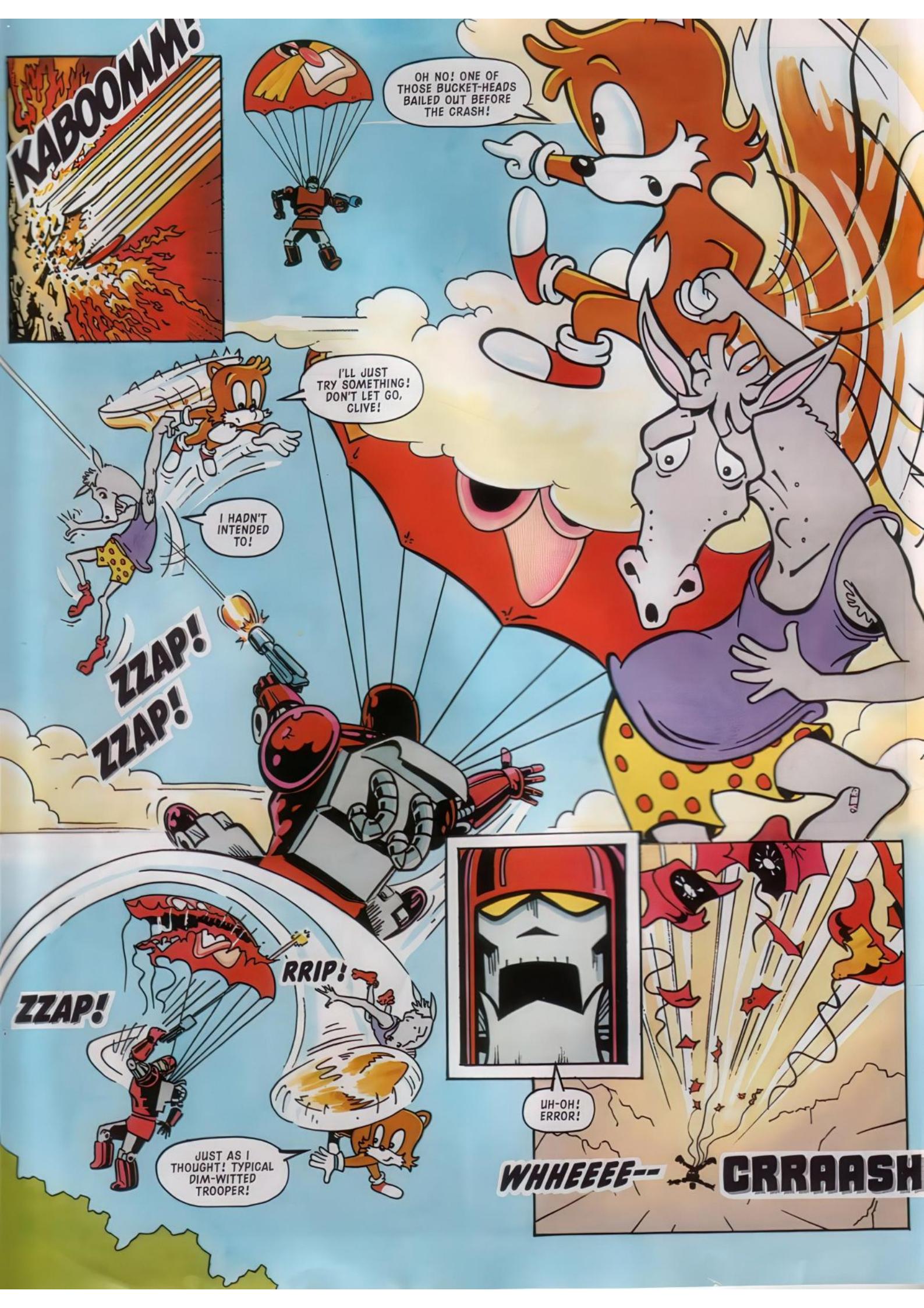


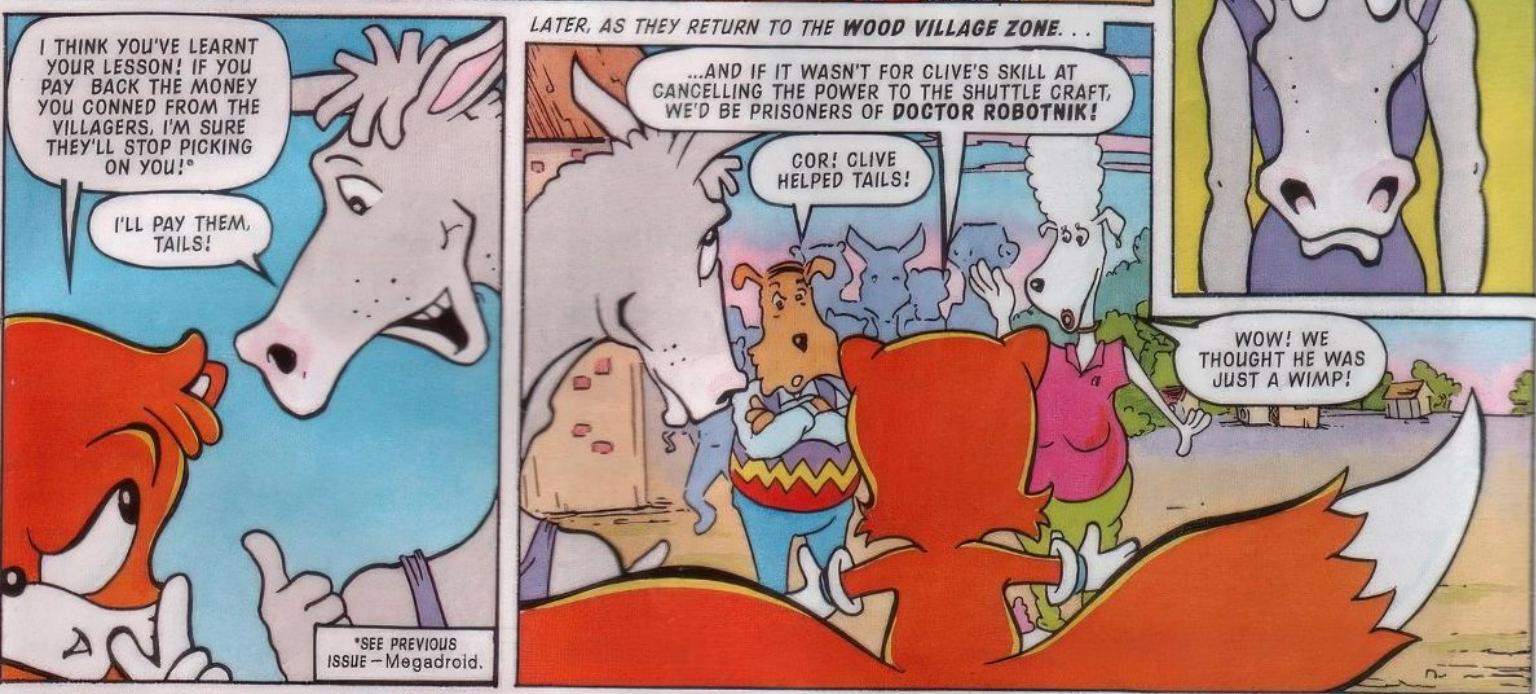
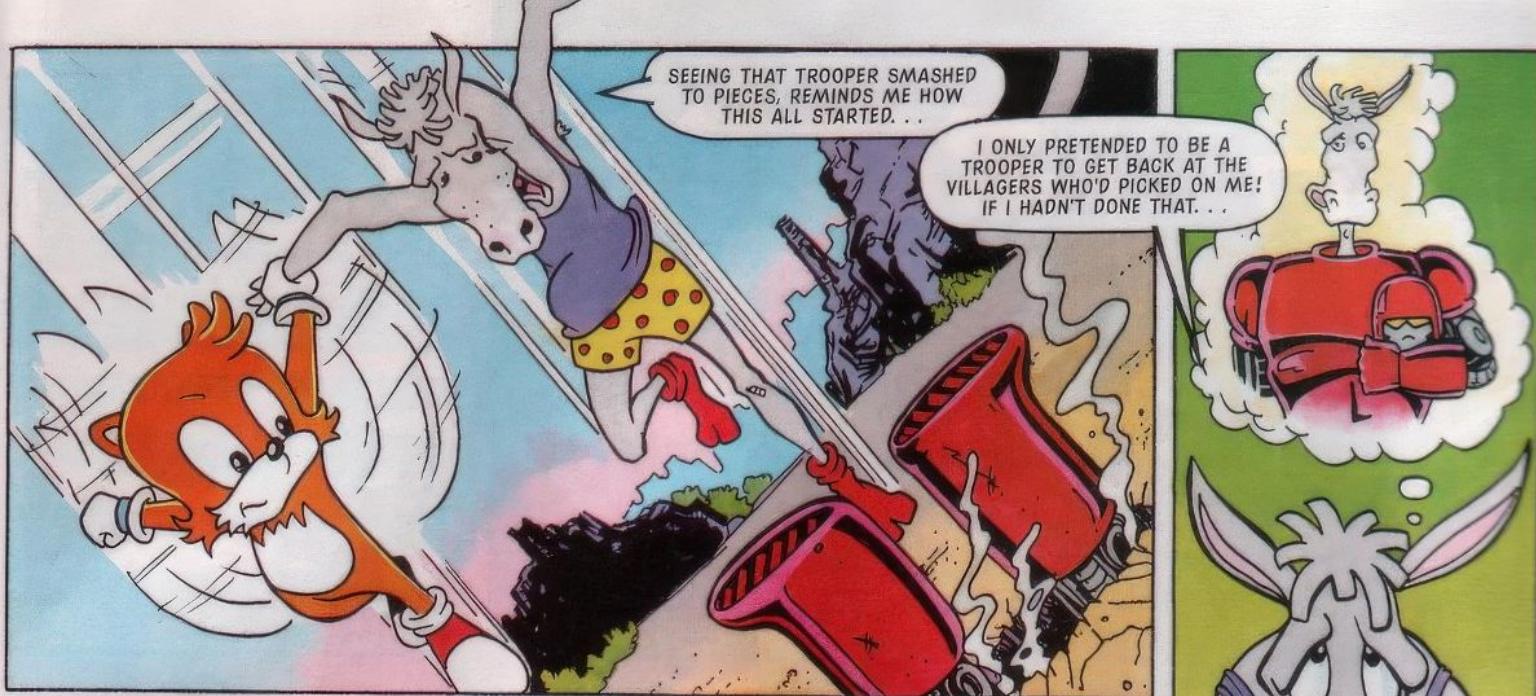
TAILS AND CLIVE THE DONKEY, A RESIDENT OF THE WOOD VILLAGE ZONE, HAVE BEEN CAPTURED BY ROBOTNIK'S TROOPERS...













# ZONE

**Q IS FOR QUESTION.**

**Q IS FOR QUERY.**

**Q IS FOR QUANDARY.**

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-

Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

## SONIC THE HEDGEHOG 2 REVISITED - PART 1



MEGA DRIVE

So many Boomers are still demanding help on the classic Sonic games, that STC are re-revealing some oldies, but goodies...

### LEVEL SELECT

Go to the options screen, listen to song 19, press **BUTTON C**, listen to song 65, **PRESS C**, listen to song 9, **PRESS C**, listen to song 17, then **PRESS C**. Next, hold **BUTTON A** and continuously press the **START** button to get a level select screen to appear.



### AUTO SUPER SONIC

DO THE LEVEL SELECT FIRST, then on the level select screen, go to the sound select and listen to song 4, press **BUTTON B**, listen to song 1, press **BUTTON B**, listen to song 2, press **BUTTON B**, listen to song 6, press **BUTTON B** and then hold down **BUTTON A** and press **START**. Once you start the game, collect 50 rings and you will become Super Sonic.

### MORE CONTINUES

First enable the level select. Then at the options screen, play these sounds in this order: 1, 1, 2, 4. Now move the highlight to the "Player Select" field of the options screen and press **START**.

### COLLECT ALL EMERALDS

To collect all seven Chaos Emeralds in the first zone, go to the **OPTIONS** screen and select the mode you wish to play in (Sonic alone, Tails alone or both together), then press **START**. Collect 50+ rings and go to the first Star Post to get to the Special Stage where you collect the first emerald. When you return, press **RESET**. Go to the **OPTIONS** screen again, press **START**, collect 50+ rings and go the the **STAR POST**. You should find yourself in the second stage of the

### SPECIAL ZONE.

Complete this and you will have two emeralds. Keep repeating this sequence until you have collected all seven emeralds.



## CODES

Start with 99 lives	NN3TAACL
Each ring worth 80+ rings	SCRAB9X0
Each ring worth 25,000+ rings	SCRABCX0
Mega jump	BDLTAAGL
1 ring required to become Super Sonic	AGZTCACJ + ACZTCACA
10 rings required to become Super Sonic	BLZTCACJ + ACZTCACA
Infinite lives (player 1)	JW3ACA4J
Infinite lives (player 2)	JXGACA7G
Sonic stays invincible for longer after hit	982TCAF8
Once invincible stay invincible	ALTACA9J
1 ring required to enter Special Stage	AH2TCAH6
Each ring worth 5 in Special Stage (Sonic)	SBJAHYWJ
Each ring worth 5 in Special Stage (Tails)	SBJAHYWR
1 ring to become Super Sonic (2 parts)	AGZTCACJ + ACZTCACA
Super Sonic doesn't lose rings	K4ZTCA9N
Start with 50 lives (player 1)	GJ8AAAD2
Start with 50 lives (player 2)	GJBAAAD8



## LEVEL SELECT

Jumping into the fruit machine is a bit of a gamble! Sometimes it pays off and sometimes it can be disastrous. However, to help you win loads of rings, start the wheels spinning, and as soon as the first reel stops, **PRESS C**. If you timed it to perfection, reels two and three will get the same symbol as reel one.

## CASINO NIGHT ZONE - Defeat Doctor Robotnik

To kill the evil Doctor, start by hitting his ship from the sides, but make sure you avoid the electric pulses by running up the side of the wall and spinning into him. Next, jump onto the middle platform in the centre of the screen, then jump up and hit him several times and get back on the platform. Repeat this procedure and he'll be history!

## DEATH EGG ZONE - To defeat the final boss

When Doctor Robotnik flies into the air, run to the extreme left. Wait until the target locks onto you and flashes very fast, then jump out of the way to the extreme left or right. When Robotnik lands he will bend his knees - immediately jump up and hit his nose. Next, run to the far right and keep crouched down until after he fires his arms (don't jump over his arms). Repeat this process and you will complete the game.

## METROPOLIS ZONE - To defeat the boss

When you see Robotnik you'll notice there are spinning bubbles surrounding him. Time your attack so that you strike him when there are no bubbles to block your way. Then concentrate on attacking the craft because they explode in one impact. After several hits, you will have destroyed Robotnik (until the next level that is!).

*The END*

**NEXT ISSUE: Sonic the Hedgehog 2 MD Hints and Tips, plus revelations on the Game Gear and Master System.**

# REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM  
UNDER 40 = YAWNSVILLE

60-70 = NORMALSVILLE  
70-80 = FUN CITY

80-90 = BIG TIME CITY  
OVER 90 = MEGA CITY

## SLAM 'N' JAM '96

Reviewed by David Gibbon



GAME TYPE: SPORT  
PLAYERS: 1-4  
PUBLISHER: BMG INTERACTIVE  
PRICE: £39.99

RELEASE DATE: OUT NOW  
AGE SUITABILITY: ALL



Some time ago, a machine called the Mega Drive had a basketball game released for it called *NBA Jam*. It became a huge success, selling over four million

copies and it sparked off a number of inferior basketball games. The Saturn has also seen various basketball games, but none have been groundbreaking. Now, however, there's a new game in town and *Slam 'n' Jam '96* could win the STC coveted best basketball game crown.

Featuring five-on-five basketball, *Slam 'n' Jam '96* includes all the rules and play you'd expect from a basketball game, as well as two apparently well-known players called Magic Johnson and Kareem Abdul-Jabbar. Many of the moves are based around their type of game, such as no-look passes plus their individual signature skills.

The on-court action moves with cinematic realism and features some excellent graphics. Unusually, all of the players are big, each one taking up half the screen and all move with amazing speed and fluid animation. This makes the game more realistic and playable.

Instant replays, multiple camera angles and commentary from America's CNN commentator, Van Earl Wright, all add to the atmosphere. As does the



excellent soundtrack and crowd noises (the latter grows louder and more realistic each time a dunk or jam is performed).

Considering the wealth of up-to-date statistics on each player and team, *Slam 'n' Jam '96* is up there with the best. It's an improvement over other Saturn basketball games and worth buying if you don't have a game of this type.



## FINAL COUNTDOWN

### RAVES

Excellent graphics, great gameplay.



GRAPHICS 92

### GRAVES

No vast improvement over other basketball games.



SOUND 87

PLAYABILITY 83

OVERALL 90

A TYPICAL DAY ON  
PLANET MOBIUS...

THIS  
ZONE IS AT  
OUR MERCY!  
PREPARE TO  
ATTACK!

## SONIC'S WORLD

NEW  
STORY

# Future Shock

Part 1

Script: LEW STINGER Art: ROBERTO CORDONA Colouring: ANDY PRITCHETT Lettering: TOM FRAME

SORRY  
BOZOS! BOOK AN  
APPOINTMENT  
NEXT TIME!

BWASH!

BYE-BYE,  
BADNIK!

ROBOTNIK'S  
NOT MADE A BADNIK  
THAT CAN OUT-RACE  
ME YET!

THOSE  
TWO ARE MAKING  
A BREAK FOR IT,  
SONIC!

NO  
PROBLEM,  
JOHNNY.

W  
H  
O  
O  
H



SOME  
DAYS THIS  
IS JUST **SO**  
EASY!

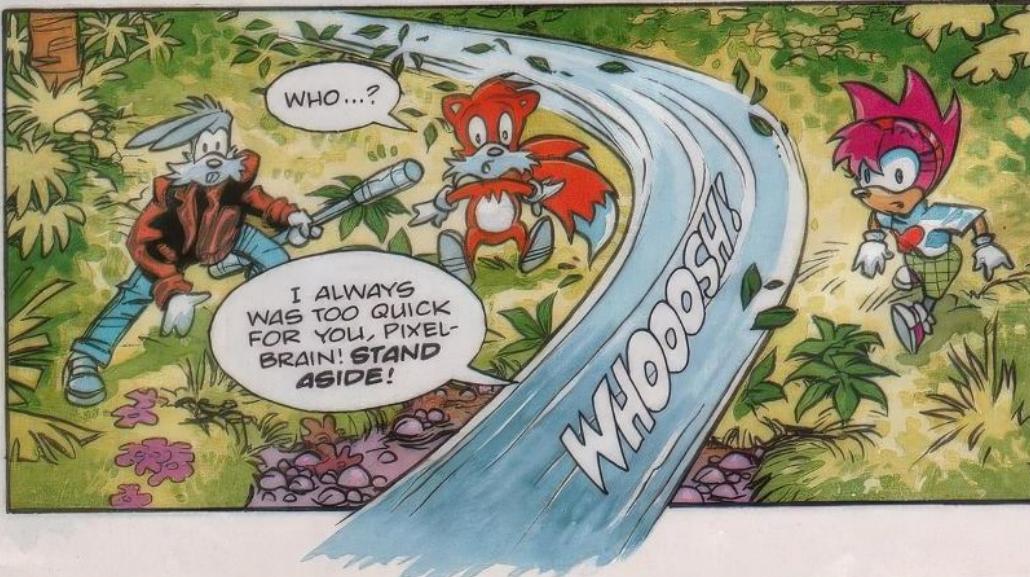
ERRK!

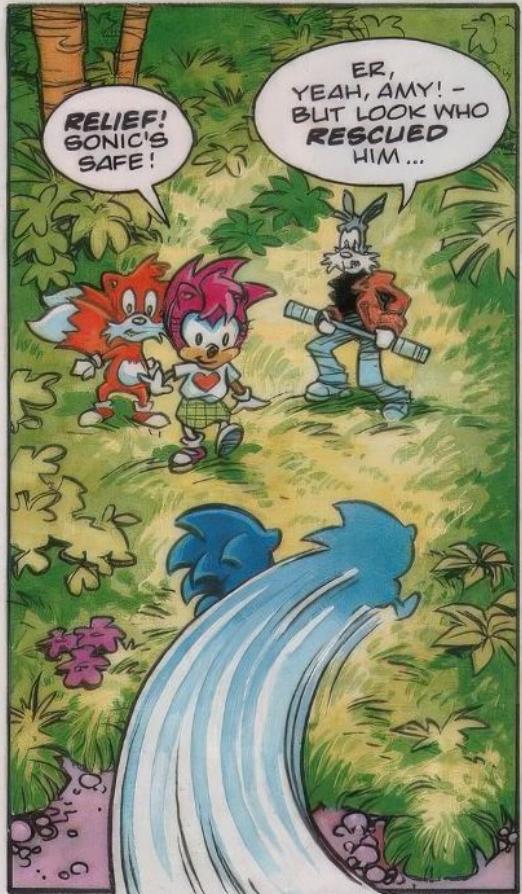
**SPLAK!**

**DOOSH!!**

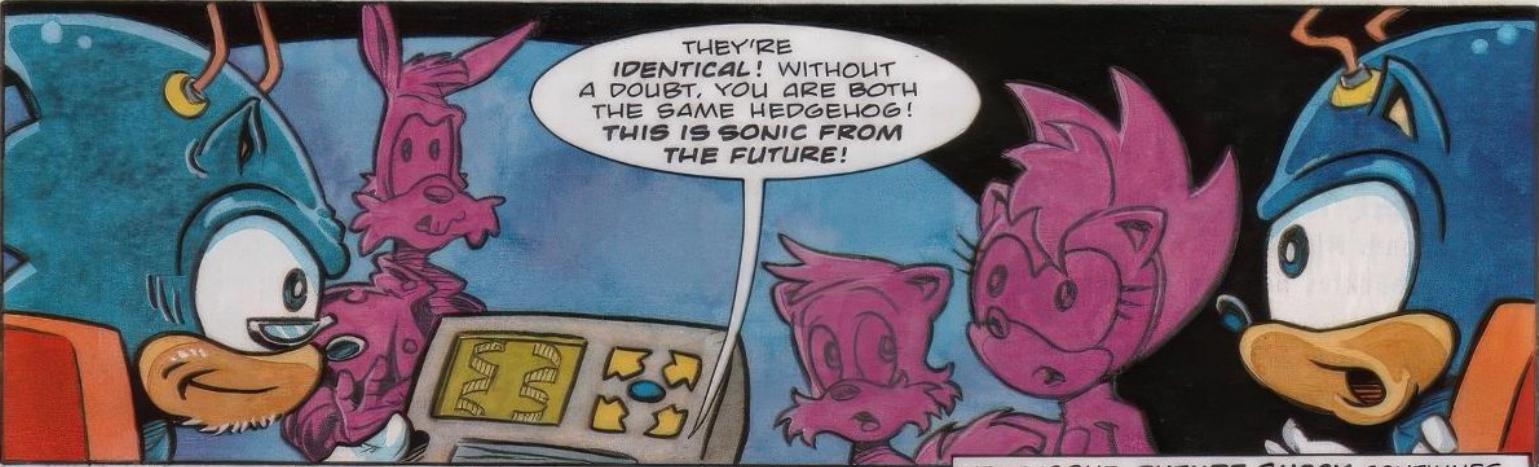
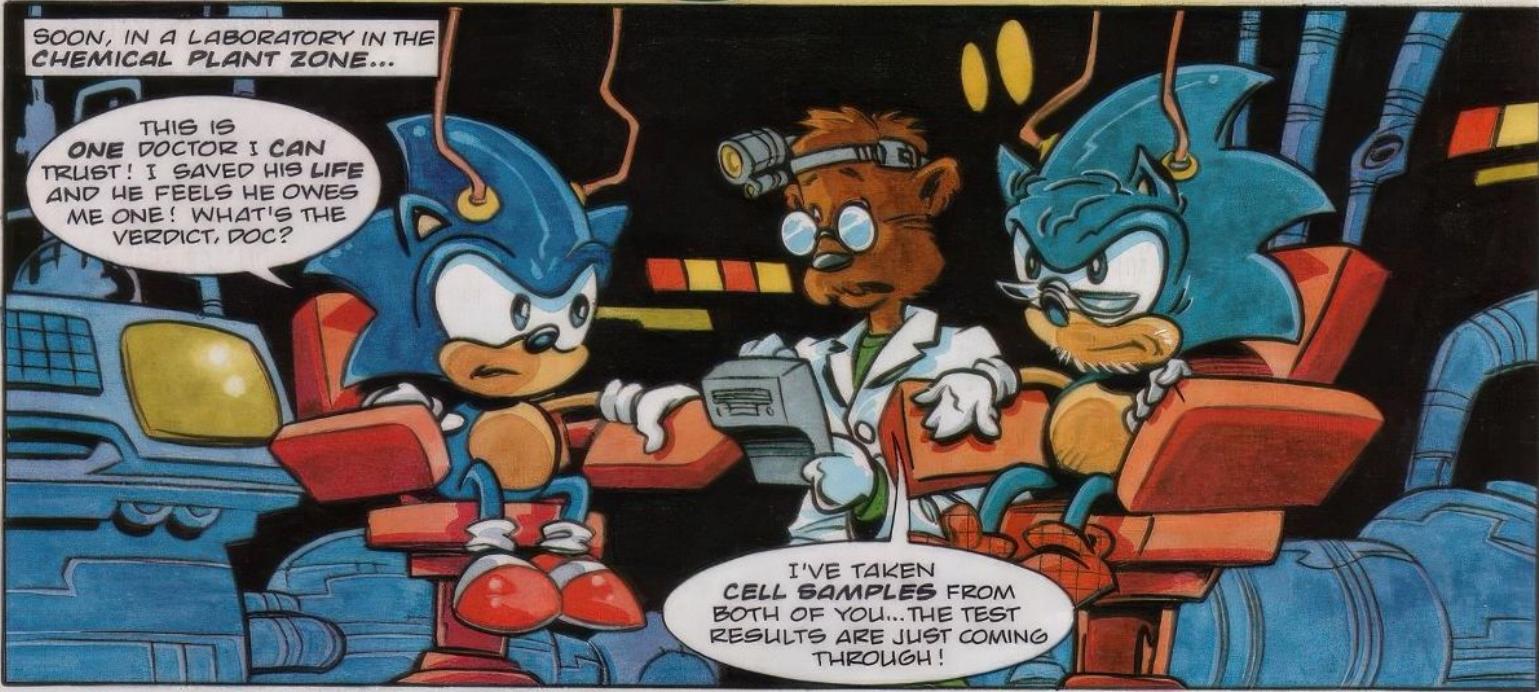
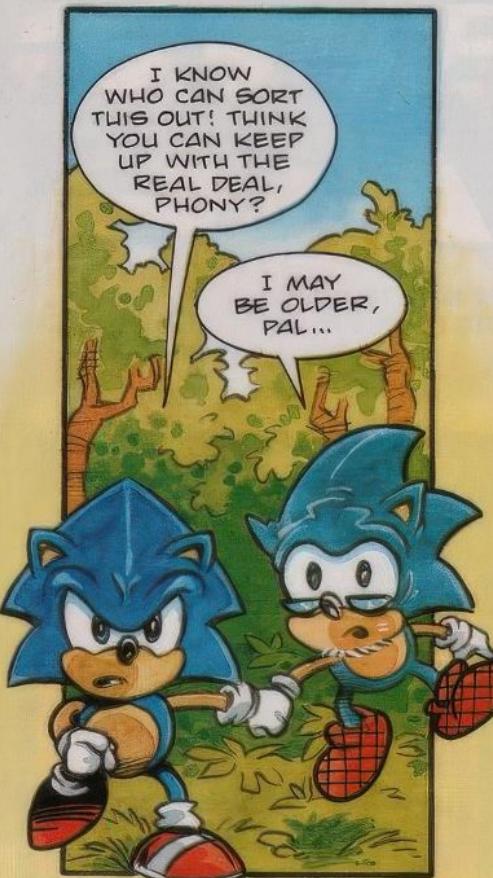
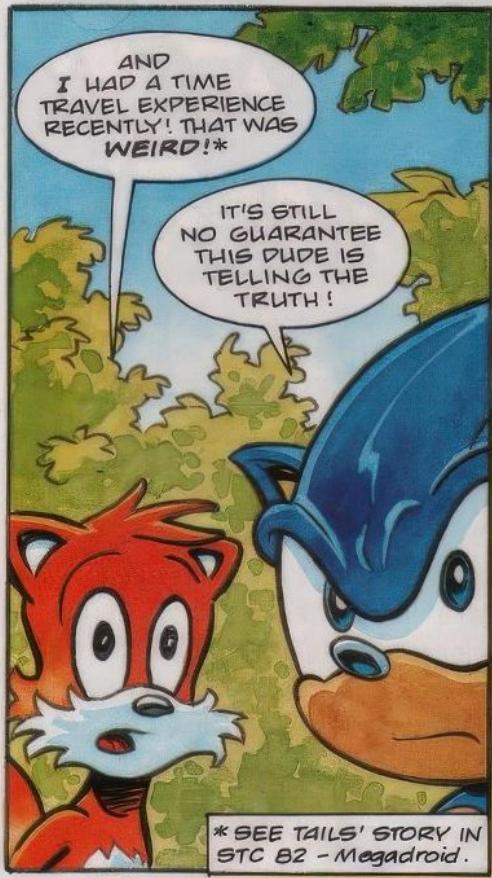
AWK!

UH-OH!  
SPOKE TOO  
SOON... **NOT**  
A  
GOOD PLACE  
TO LAND!









NEXT ISSUE: FUTURE SHOCK CONTINUES...



EITHER POST YOUR MAIL TO:-  
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.  
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

## SATURN ERA!

Dear STC,

In terms of quality of artwork and storylines, you can now compete with 2000 AD for the best UK comic - EVER! Secondly, although I don't own a Saturn system, I think the graphics are far superior to the Mega Drive, so why not include more reviews as this is definitely a move forward.

James Murray,  
Lisburn, Co Antrim, N Ireland.  
MD/MCD owner.

Sonic & Knuckles Hog Tag Winner.



STC upgrades its Review Zone to include some of the hottest Saturn games around. As for being the best comic in the UK, hey, there's no fooling you, James!

## EAR-Y QUERY!

Dear Megadroid,

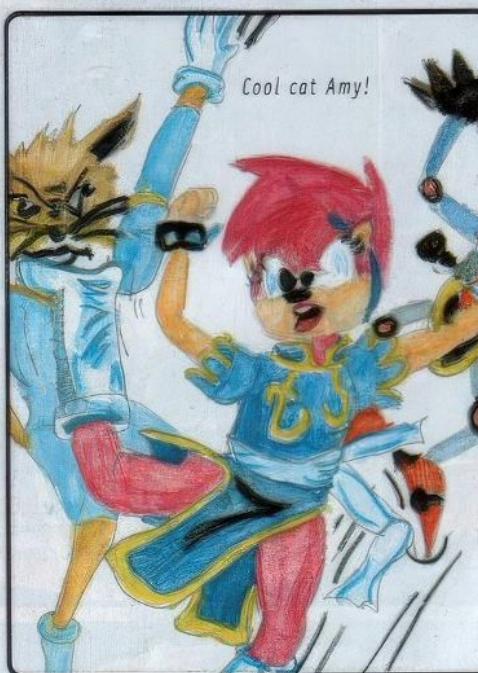
Even though I live in New Zealand I am an avid reader of STC thanks to a friend from England who sends me copies. However, there's one thing that puzzles me - does Knuckles have ears?

Rowan French, Tauranga,  
New Zealand. MD owner.  
Sonic & Knuckles Hog Tag Winner.



I tried to put your question to Knuckles, Rowan, but his reply was: "Pardon?"

EVERYTHING PRINTED IN SPEEDLINES WINS A SENSATIONAL  
**SEGA MEGA HOG TAG!**



Sara Adamson, Bellshill, Scotland.  
Sega Mega Hog Tag Winner.



## OVER PRICED OVER EIRE!

Dear Megadroid,

I think that us Boomers who buy STC in Ireland are being ripped off! An issue of STC over here costs £1.55, which includes only 32 pages! As this works out at 4.84375 pence per page, I suggest that you either lower the cost or give us more pages.

Kieran Dee,  
Ennis, Co Clare, Rep of Ireland.  
Sonic & Knuckles Hog Tag Winner.



Unfortunately, Kieran, it's a combination of the Irish punt, Value Added Tax, plus the cost of exporting the copies to Ireland which all add extra pennies to STC's price.

Cybernik's new paint job!



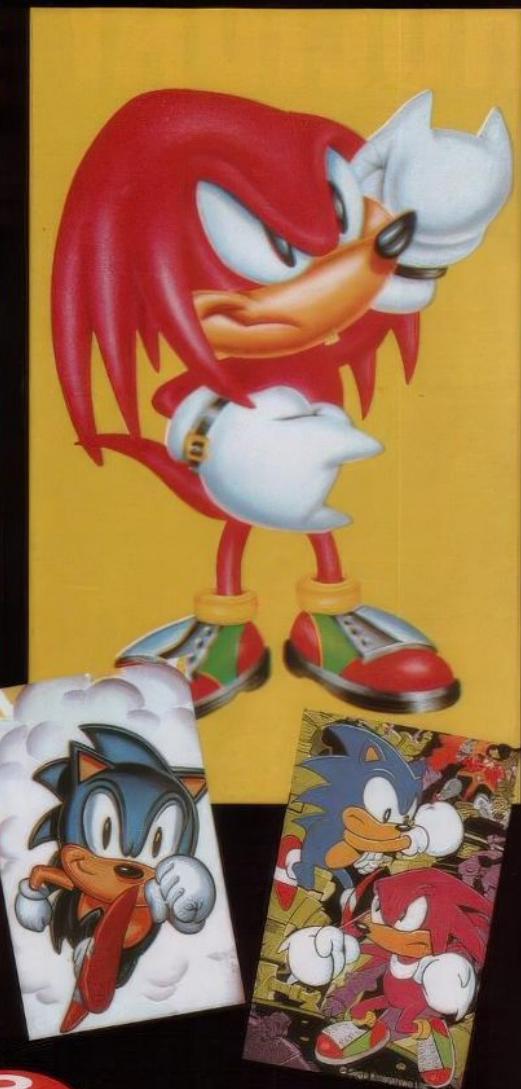
James Cole, Chingford, Essex.  
Sega Mega Hog Tag Winner.

# NEXT ISSUE

## FREE STICKERS!



© Sega Enterprises Ltd.



**SONIC!**  
MISTER SHIFTER!

3  
NEW  
STORIES

**TAILS!**  
EASY TARGET!

**KNUCKLES!**

THE GOOD, THE BAD & THE ECHIDNA!

PLUS

**SONIC'S WORLD**  
FURTHER FUTURE SHOCKS!

MORE SONIC 2!  
Q ZONE REVISITED!

NEWS ZONE!  
NIGHTS!

REVIEWS!  
MEGA DRIVE - TIN TIN!  
SATURN - SHINING WISDOM!

**STC 87**

ON SALE WEDNESDAY, 18 SEPTEMBER '96

£1.20

## DATA \$TRIP

I'VE BEEN READING  
STC SINCE ...

ISSUE  AGE

NAME .....  
ADDRESS .....  
.....

MY FAVOURITE ...

FILM/VIDEO IS .....

BAND/SINGER IS .....

MY SEGA SYSTEM ...

TICK:-

GG  MCD  MD   
MM  MS  32X   
SATURN

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

..... AS A COMIC STRIP IN STC.

THIS ISSUE'S  
MEGA HITS!

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

YOUR RATING FOR ISSUE 86

%



Post to: Data Strip/Sonic The Comic,  
25/31 Tavistock Place,  
London WC1H 9SU.